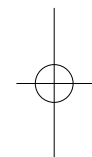
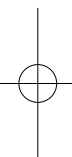


# Lenovo

## 3 in 1 Mouse User Manual



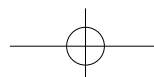
Version 1.0 2010.04



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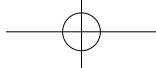
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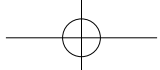
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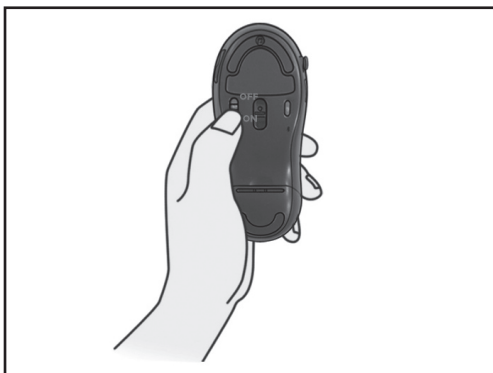
## Mouse Bluetooth Connection Guide

Prior to the first use, the mouse and the All-In-One PC are in the factory backup status.



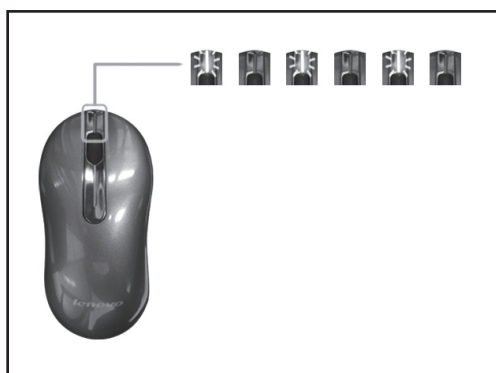
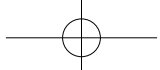
Insert two AA batteries properly as shown in the diagram.

⚠ Ensure correct battery polarity.



⚠ Make sure the All-In-One PC is off.

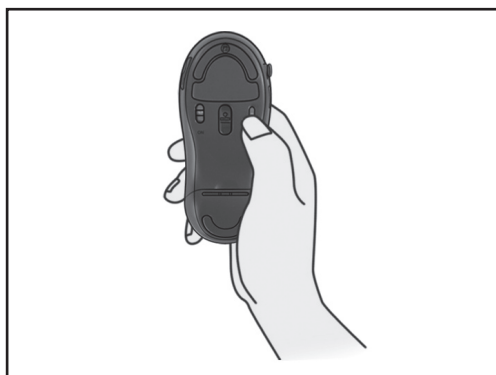
Switch the power switch to "ON".



The green light on the front end flashes, indicating the mouse starts the matching process.

Turn on the All-In-One PC and it will automatically search Bluetooth devices. Once the system window is entered, the mouse will be ready for use.

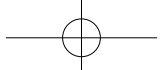
If the mouse is still unable to work properly when the above connection process is finished, you can use the following steps to manually connect the mouse.




1. Press once the connect button

The green light on the front end flashes, indicating the mouse starts the matching process.

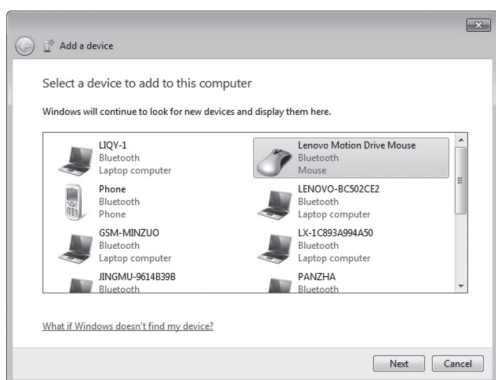
**!** After the mouse enters the matching state, the following search and connection process must be completed within ten minutes and otherwise the mouse will enter the sleep mode.



2. Search for Bluetooth devices

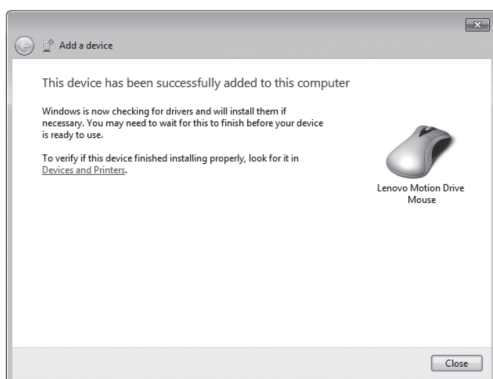
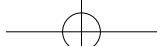
Click the Bluetooth icon  in the system toolbar, and select “Add a Device” option.

The system automatically starts searching for Bluetooth devices.



3. The wireless device “Lenovo Motion Drive Mouse” appears in the list of wireless devices, indicating that the system has found the mouse device.

Click this icon and then “Next” to continue the Bluetooth matching operation.

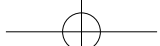


4. When the dialog “This device has been successfully added to this computer” is displayed.

Click “Close” to finish the matching.

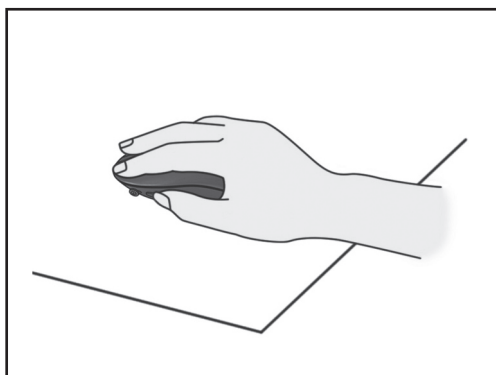
Now the red light on the front end of the mouse keeps on constantly, which indicates the connection of the mouse to the All-In-One PC is successful and the mouse can work normally.

- ⓘ When the Bluetooth connection is established, you need not press again the connect button on the mouse; otherwise the matching process will be re-launched.



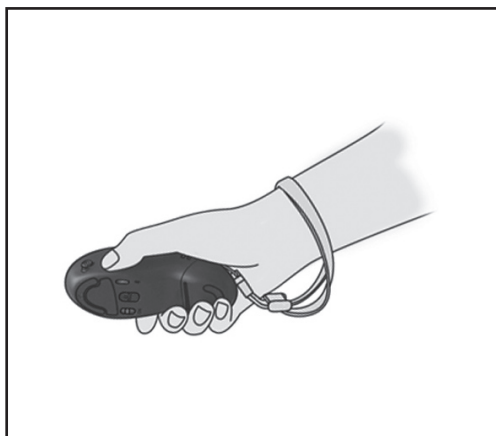
## Mouse Usage Mode

### 1. Description of the Mouse Usage Mode



#### (1) Ordinary mouse mode

It can be used as an ordinary optical mouse by placing it on the table.



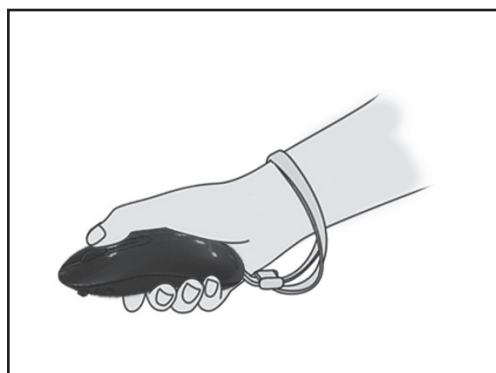
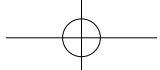
#### (2) Air mouse mode

Hold the mouse in the air and it will automatically enter the air mouse state.

The air mouse supports the vertical and horizontal use.

This diagram shows the vertical grip of the mouse. Buttons A and B function like left and right buttons, respectively.

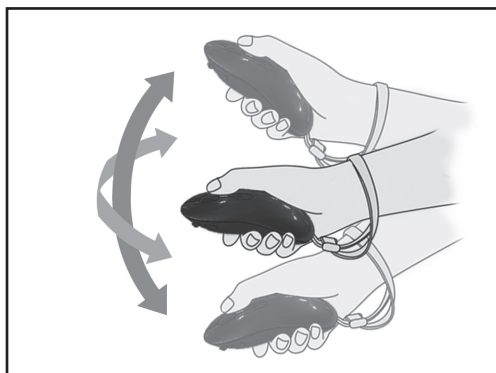




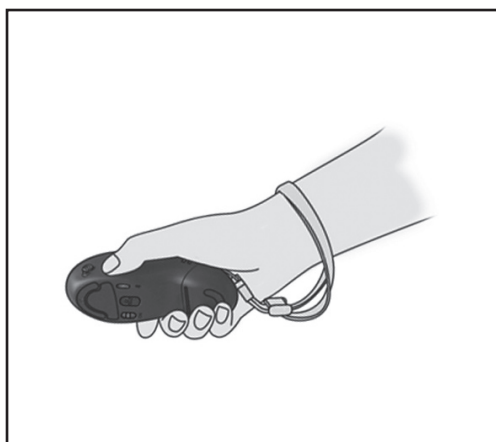
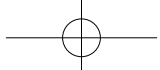
### Air mouse mode

This diagram shows the horizontal grip of the mouse.

⚠ Do not block the optical light at the bottom of the mouse by your fingers.



In the air mouse mode, you can move the cursor by moving the mouse up, down, left or right in the air.

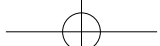


### (3) Game mode

The mouse will switch to the game state when you launch the game platform and enter a game.

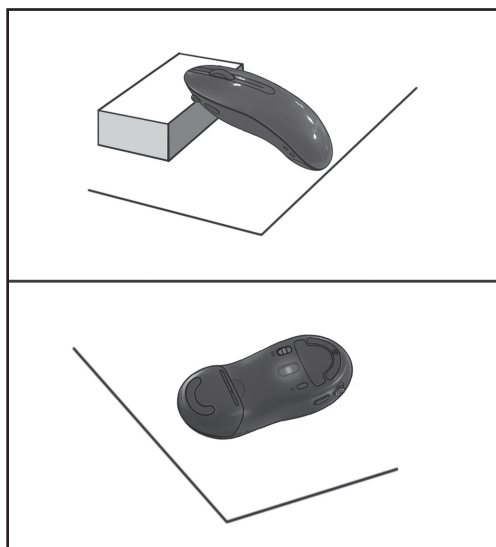
The mouse should be vertically used in this case.

The mouse will enter the sleep mode if there is no operation for three minutes in the power-on status. At this time, the indicator on the front end of the mouse is off, and the optical lens lamp at the bottom of the mouse keeps blinking. By pressing any button of the mouse or moving the mouse, it will wake up and recover the normal working state.



## 2. Air Mouse Calibration

If the mouse cursor moves on the All-In-One PC screen while the mouse remains still in the air mouse mode, then you need to calibrate the air mouse.



Prop up the front end using some object or turn over the mouse and place it on the table still.

**!** Do not block the optical light at the bottom of the mouse by any object.

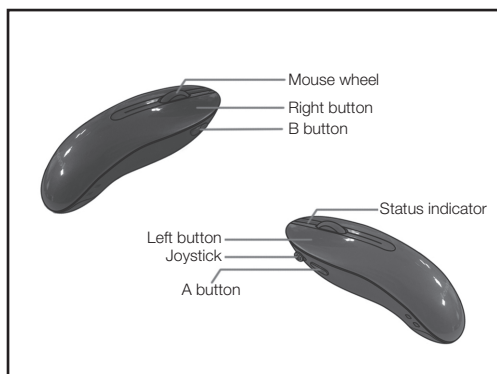
The mouse will start auto calibration and can be used normally 20 seconds later when completed.

**!** When the mouse is turned over, the auto calibration may last slightly longer than 20 seconds probably due to the indoor lighting.



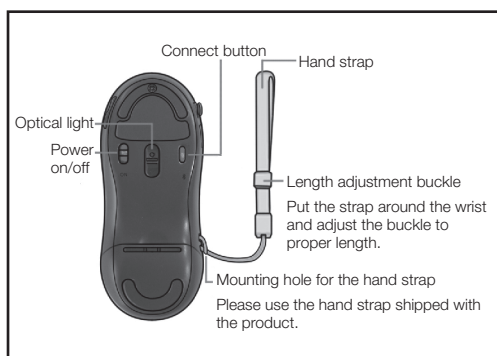
## Mouse Functions and Status

This mouse is designed for the Lenovo All-In-One PC.

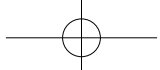


Front view of the mouse

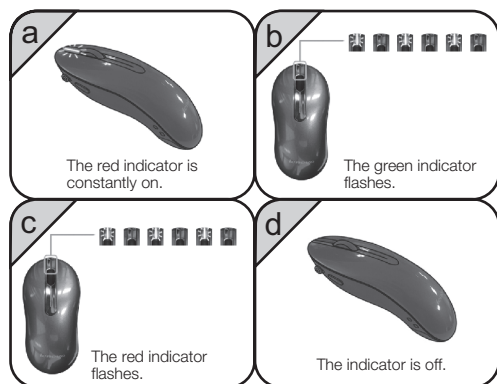
Indicator and function buttons



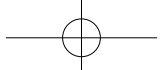
Bottom view of the mouse



## Indicator status



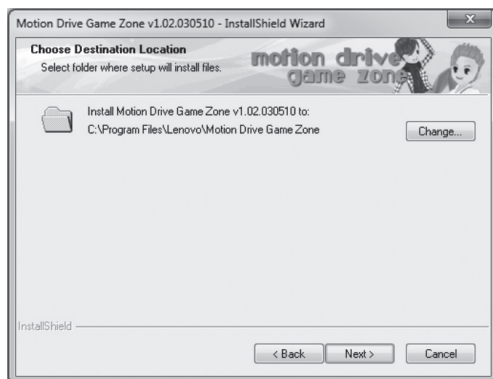
- a. Normal working mode of the mouse: the red indicator is constantly on.
- b. Mouse in in the matching process: the green indicator flashes.
- c. Mouse has low battery: the red indicator flashes.
- d. Mouse is in sleep mode, power off or its battery is below the critical level: the indicator is off.



## (Motion Drive Game Zone) Game Platform

### 1. To install the game

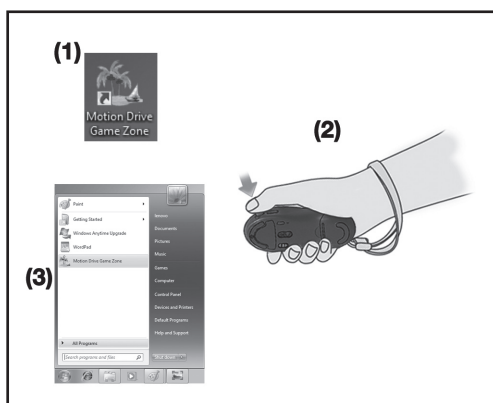
Firstly insert the CD into the CD-ROM and the installer will run automatically.



Select the destination directory for the program and then click "Next".

Once the installation is completed, a shortcut icon of the game will appear on the desktop and the Start menu.

### 2. To start the game



Launch the game in the following ways:

- (1) Double click the game shortcut on the desktop;
- (2) In air mouse mode, press downward the joystick button of the mouse;
- (3) Run the game from the "Start" menu.

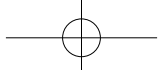
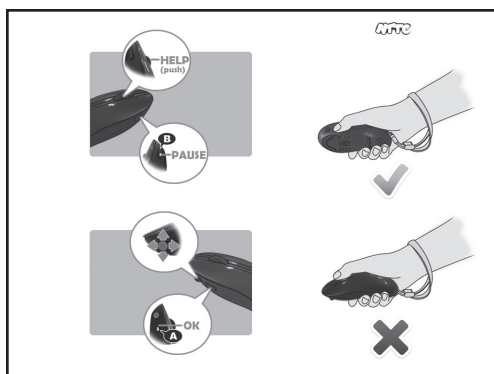


Illustration of the main game interface

### 3. Game operation rules



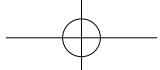
Wheel button: Help Key

Joystick: Direction Key

A button: OK Key

B button: Pause Key

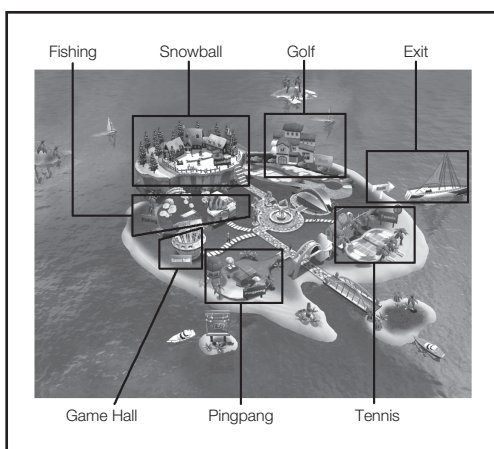
**!** The mouse should be vertically used in the game state.



In any game Press the wheel button to pop up the help screen of the current game, in order to show for the user how to play the game. Please refer to the below picture for the help screen:

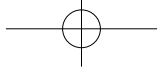


Help screen of the game



The main interface contains five games: Tennis, Golf, Pingpang, Fishing and Snowball.





(1) Tennis game



Tennis game

| Tennis operation instruction |   |   |         |
|------------------------------|---|---|---------|
| No.                          | Operation   | Function                                  | Remarks |
| 1                            | Wave the mouse upward                                       | Ball toss                                 |         |
| 2                            | After ball is thrown up, wave the mouse using standard grip | Serve                                     |         |
| 3                            | B button  | Pause the game,<br>call out the interface |         |
| 4                            | Wave the mouse using standard grip                          | Hit the ball                              |         |

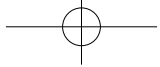


## (2) Golf game



Golf game

| Golf operation instruction |  |                                       |         |
|----------------------------|--|---------------------------------------|---------|
| No.                        | Operation  | Function                              | Remarks |
| 1                          | The player stands facing the screen and grips the side of the mouse with the right hand to make the mouse head vertical to the ground  | Ready for swing                       |         |
| 2                          | Raise the hand slowly to the right   | Raise the golf club up                |         |
| 3                          | Keep the above posture without pressing any button (do not over twist your wrist) to wave the mouse for takeaway, and also check the strength bar on the left side of the screen | Take away                             |         |
| 4                          | Hold down A button   | The roles enters the hitting area     |         |
| 5                          | Switch upward and downward the joystick  | Switch golf clubs                     |         |
| 6                          | Switch left and right the joystick   | Change the direction of the golf shot |         |
| 7                          | B button   | Game pause and call-out interfaces    |         |

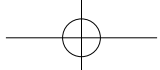


### (3) Pingpang game



Pingpang game

| Pingpang operation instruction |   |                               |         |
|--------------------------------|---|-------------------------------|---------|
| No.                            | Operation   | Function                      | Remarks |
| 1                              | Wave the mouse upward                                       | Throw the ball up             |         |
| 2                              | After ball is thrown up, wave the mouse using standard grip | Serve                         |         |
| 3                              | B button  | Pause, call out the interface |         |
| 4                              | Wave the mouse using standard grip                          | Hit the ball                  |         |

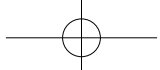


#### (4) Fishing game



Fishing game

| Fishing operation instruction |   |                                    |                          |
|-------------------------------|---|------------------------------------|--------------------------|
| No.                           | Operation                                       | Function                           | Remarks                  |
| 1                             | Hold down A button and swing the mouse downward | Throw the line into water          |                          |
| 2                             | Hold down A button and pull the mouse upward    | Withdraw the rod                   |                          |
| 3                             | Toggle the joystick to the left                 | Move the boat to the left          | Have not thrown the line |
| 4                             | Toggle the joystick to the right                | Move the boat to the right         |                          |
| 5                             | Toggle the joystick up                          | Move the boat upward               |                          |
| 6                             | Toggle the joystick down                        | Move the boat downward             |                          |
| 7                             | Toggle the joystick to the left                 | Turn the rod to the left           | Have thrown the line     |
| 8                             | Toggle the joystick to the right                | Turn the rod to the right          |                          |
| 9                             | Toggle the joystick up                          | Move the rod and the boat forward  |                          |
| 10                            | Toggle the joystick down                        | Move the rod and the boat backward |                          |
| 11                            | B button  | Game pause and call-out interfaces |                          |



## (5) Snowball game



Snowball game

| Snowball operation instruction |   |   |   |
|--------------------------------|---|---|---|
| No.                            | Operation   | Function                                | Remarks   |
| 1                              | Hold down A button  | Crouch down to pick up a snowball       |   |
| 2                              | Hold down A button and wave the mouse   | Crouch down to make a snowball          | The snowball reaches its maximum size if it is of green light |
| 3                              | Toggle the joystick to the left   | Move the role to the left               |   |
| 4                              | Toggle the joystick to the right  | Move the role to the right              |   |
| 5                              | Toggle the joystick up  | Move the role up                        |   |
| 6                              | Toggle the joystick down  | Move the role down                      |   |
| 7                              | Swing the mouse with huge strength when the role has a snowball in the hand     | Throw the snowball with a high parabola |   |
| 8                              | Swing the mouse with moderate strength when the role has a snowball in the hand | Throw the snowball with a low parabola  |   |
| 9                              | B button  | Game pause and call-out interfaces      |   |



- ❗ Mouse cannot work for several seconds when exiting the game or switching to the desktop.

## Cautions

1. To avoid battery heating and leakage, do not mixedly use new and used batteries.
2. When the mouse is not used, please turn off its power switch. If the mouse will not be used for a long period of time, please remove the battery to avoid any damage to the mouse by battery leakage.
3. Don't drop, strike, scratch or beat the device.
4. Keep the device away from fire and heat sources which may easily cause an explosion.
5. Keep the mouse away from liquid because when liquid enters the mouse it will damage the components of the mouse. Please also try not to use the mouse in damp conditions.
6. Do not let the children replace the battery if no adult is present
7. Under any circumstance, please do not disassemble or replace its internal components (except the battery) by yourself.

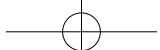
## Troubleshooting

### **Q1: Why do abnormal motor vibration, abnormal Bluetooth connection or automatic power-off of the mouse occur during the game?**

A1: This is probably due to insufficient battery power, and it can be solved by battery replacement.

### **Q2: Why does the mouse sometimes respond several seconds later?**

A2: This is probably because the mouse has entered the sleep mode, and you can press any key on the mouse, roll its wheel or slide the mouse to return to its normal working state, during which there are several seconds of waiting time.



Notes: to save energy, the mouse will enter the sleep mode if it is left unused for over 3 minutes when the power is on.

**Q3: Why does the cursor float or move abnormally sometimes when the mouse is used as an air mouse?**

A3: This is probably because your fingers block the lens at the bottom of the mouse when you hold the mouse, which makes the mouse presently work as an ordinary mouse, or the mouse needs recalibration. For specific calibration please refer to the Air Mouse Calibration in this Manual.

**Q4: Why the mouse suddenly cannot work sometimes when it is in use?**

A4: If the status indicator flashes green light, then it is probably because you accidentally press the connect button of the mouse during the usage. In this case you only need to power off the mouse and re-start it. If the indicator is neither on, nor you can wake up it by pressing its button, rolling the wheel or sliding the mouse, then the problem may be caused by low battery and can be fixed by battery replacement.

**Q5: Why does the mouse cursor pause for a while when I press the button in the air?**

A5: Considering that the mouse will inevitably move when it is double clicked in the air, we adopt the technology of short-time single click positioning, which is convenient for the user to use double-click function in the air.

**Q6: Why, during the Bluetooth connection process, is the system unable to find the mouse or successfully connect to the mouse when the mouse has entered the matching status?**

A6: Please remove the existing Bluetooth mouse from Start/Control Panel/Devices and Printers in your computer. When making sure the mouse is in connection status, re-connect it to fix the problem.